MAG

THE AUSTRALIAN ATARI GAZETTE

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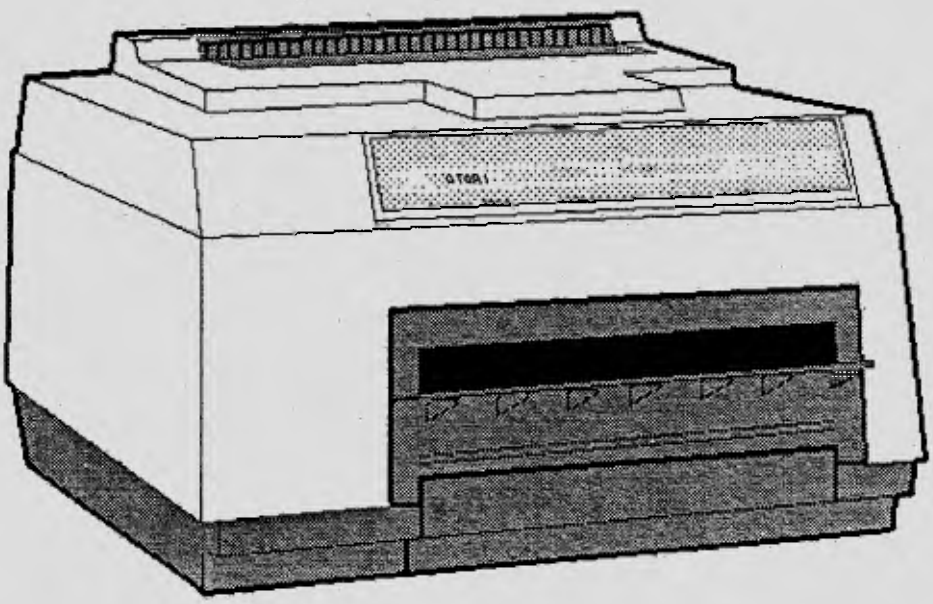
June 1991

9th June 10:30am start.



This month we look at:
Printers and Programs

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Monthly Journal of the MELBOURNE ATARI COMPUTER ENTHUSIASTS INC.
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Dates	Themes
9th June	Printers & Programs
14th July	AGM- Elections / Games
11th August	
8th September	
13th October	Rummage Sale
10th November	
8th December	Annual BBQ

This month'sTopics:

PRINTERS & PROGRAMS

MACE 1982- 1991

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for JULY 1991 issue:

9TH JUNE 1991

Meetings start at **10:30am** in rooms R2/3 in Rotunda building,
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Please bring a plate of goodies for coffee

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P.O. Box 61657. Sunnyvale CA. 94088.

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BAYSWATER (03) 729-7939

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(ring between 7pm and 9pm only, please as they need their sleep and they have volunteered for these positions).

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Business Cards:	(50mm x 90mm)	$50.00

(Business cards for 11 issues)

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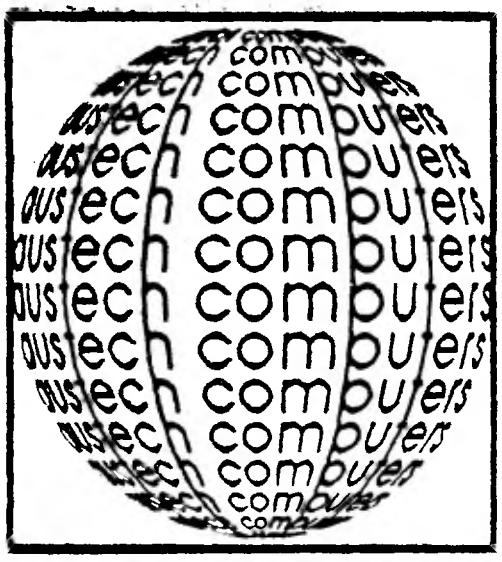

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Editor's Message

AGM Nominations Received

The Following people have been nominated for positions on the MACE Committee. Last call for nominations will be taken at the June Meeting.

President	Brian Campbell
Vice President	Owen Brown
Secretary	
Treasurer	Dario Salpietro Kim Beaumont
MACE Reps	Owen Brown Brian Campbell

Returning officers: Bill Cooney, Graeme Lamb, Greg Campbell

A reminder that if you are wanting the club to run for your benefit then you will need to make your voice heard.
P.S. remember the theme for the next meeting is Printers & Programs.

Annual general Meeting
14th july 1991
CALL FOR NOMINATIONS

The following positions will become vacant at the next Annual General Meeting on the 14th July 1991.

President
Vice President
Secretary
Treasurer
MACE Member Reps (2)

If you would like to stand for one of these positions please fill in a nomination form. The last call for these positions will be taken at the next June meeting.

If you have any enquiries, please contact the President on (056) 281-205

TREASURER'S REPORT

As was stated last month, I called for two members to audit the account books. No one has come forward yet to volunteer their services to spend half an hour or so perusing the books to make sure that other members of the committee or myself have not planned to take an extended holiday in the tropics before we vacate office. Remember what was said in that famous State Bank advert, "It's your money Frank!" So think about it, and if you decide to take up the offer let some one on the committee know.

Expenses and income for the month of May is as follows.

MAY PAYMENTS

MAG PRINTING	$ 479 .00
POSTAGE OF MAG	$ 117 .58
BANK CHARGES (MARCH)	$ 2 .39
REFRESHMENTS	$ 4 .80
SUNDRIES (SUPERMON REFUND)	$ 10 .00
TOTAL	$ 613 .77

MAY RECEIPTS

M/SHIP FEES	$ 475 .00
LIBRARY	$ 110 .00
FUND RAISING	$ 71 .00
ADS IN MAG	$ 160 .00
SALES OF MAGS	$ 76 .00
BULK BUYS (JOYSTICKS)	$ 84 .00
TOTAL	$ 976 .00

Monies held on hand and in the cheque account at the end of May was $4440.86

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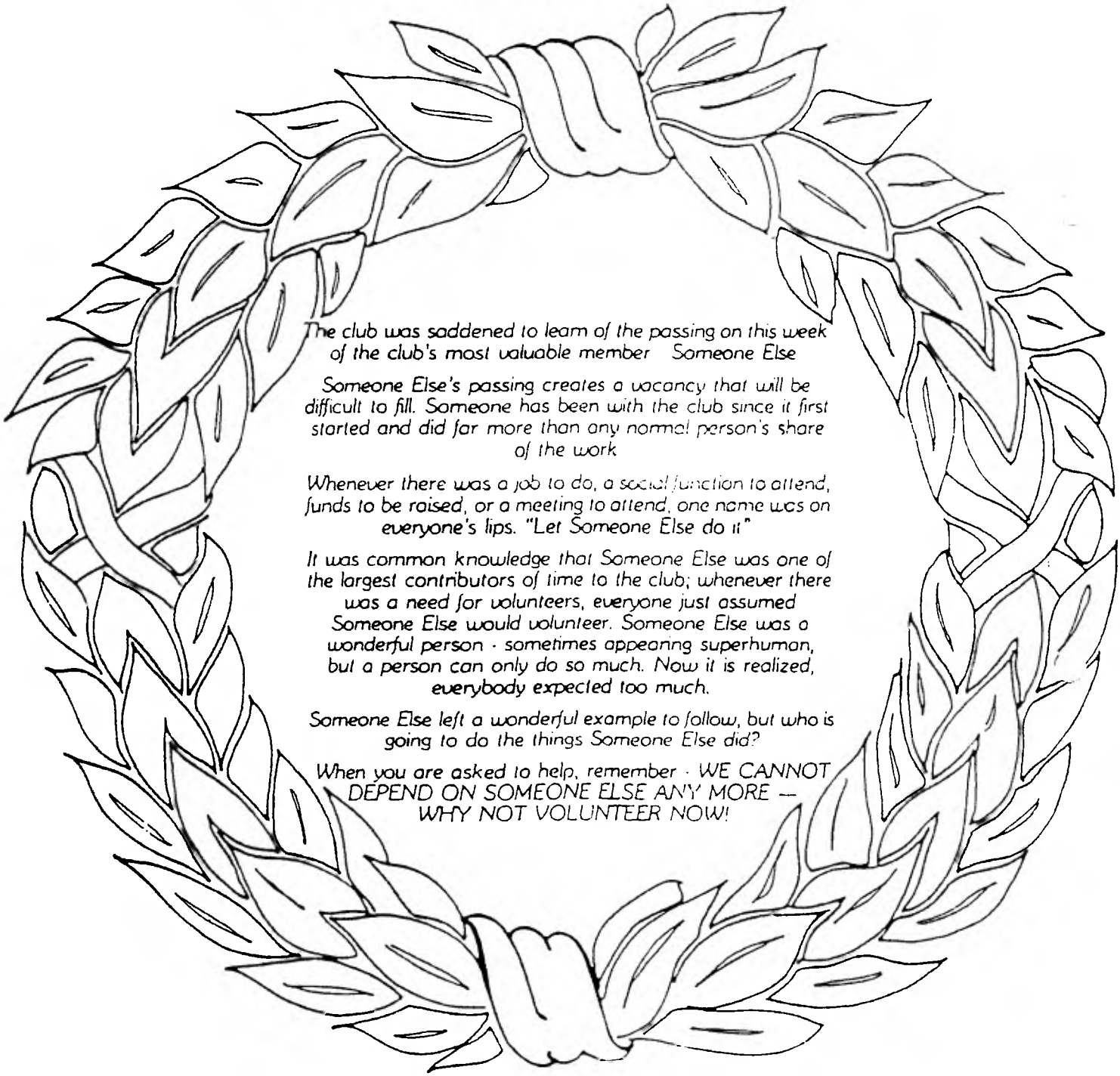
50 PRE LOVED DISKS..... $25
all together $350.

In Memorium



The club was saddened to learn of the passing on this week of the club's most valuable member Someone Else

Someone Else's passing creates a vacancy that will be difficult to fill. Someone has been with the club since it first started and did far more than any normal person's share of the work

Whenever there was a job to do, a social function to attend, funds to be raised, or a meeting to attend, one name was on everyone's lips. "Let Someone Else do it"

It was common knowledge that Someone Else was one of the largest contributors of time to the club; whenever there was a need for volunteers, everyone just assumed Someone Else would volunteer. Someone Else was a wonderful person - sometimes appearing superhuman, but a person can only do so much. Now it is realized, everybody expected too much.

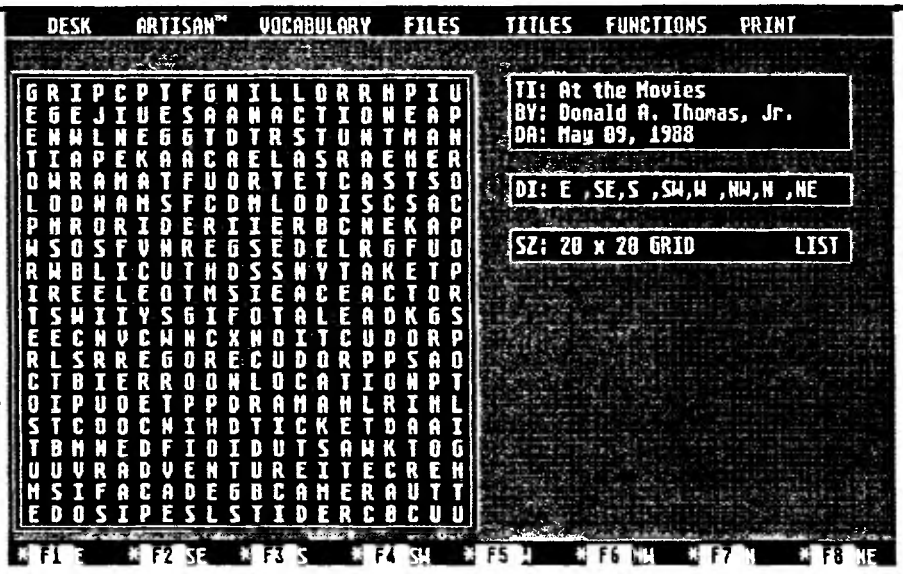
Someone Else left a wonderful example to follow, but who is going to do the things Someone Else did?

When you are asked to help, remember - WE CANNOT DEPEND ON SOMEONE ELSE ANY MORE — WHY NOT VOLUNTEER NOW!

WORD QUEST REVIEW

WORD QUEST
by ARTISAN SOFTWARE
v 3.00+
(c)1989 ARTISAN SOFTWARE
P.O. Box 849
Manteca, California 95336

"WORD QUEST" is designed and tested to function on an Atari ST or Atari Mega compatible computer. An Atari monochrome OR color monitor in medium resolution is required. Atari, ST and Mega are trademarks or registered trademarks of Atari Corp.


DESK ARTISAN™ VOCABULARY FILES TITLES FUNCTIONS PRINT
TI: At the Movies
BY: Donald A. Thomas, Jr.
DA: May 09, 1988
DI: E ,SE,S ,SW,W ,NW,N ,NE
SZ: 20 x 20 GRID
LIST
F1 E F2 SE F3 S F4 SW F5 W F6 NW F7 N F8 NE

FEATURES:

WORD QUEST is a powerful GEM-based program designed to construct and play hidden word games as found in many nespapers and magazines. Publishers will find the value of automatically constructing such word puzzles to add public appeal to their medium. In minutes, a fully formed 20 x 20 character puzzle can be masterfully assembled and integrated into a challenging source of entertainment which can take hours to solve.

Special interest groups can easily dictate a highly specialized dictionary of words and acronyms for members to disassemble. Teachers can implement puzzles at varying degrees of complexity to augment their educational efforts in the areas of word recognition and spelling. Friends can exchange puzzles they constructed in person or over a modem.

WORD QUEST implements the following power packed features:

* Compatible with Color OR Monochrome systems
* Adjustable puzzle sizes from 5x5 to 20x20 character grids
* Toggles to manually dictate the allowable directions for words to be buried
* Option of individual word entry or list entry
* Complex integration of specific and random word placement routines to assure even word placement
* Various built-in sort routines to assure longer words are placed first yet hard copies of word lists are in alphabetical order
* Instant deletion of unwanted words
* Automatic scanning of unused words when positions arefound for new ones
* Optional load of saved puzzles by filename or detailed item list
* Data file locking option
* Automatic fill routine to fill unused character spaces
* Most commands accessable by keystroke or mouse

Send cash, check or money order for $29.95 plus $1.50 shipping and handling to:

ARTISAN SOFTWARE
P.O. Box 849
Manteca, California 95336

WORD QUEST by ARTISAN SOFTWARE
Also available from:
Austech Computers
157 Whitehorse Road
Blackburn

Ministry of Education and Training Victoria
Recommended Computer Systems

Below is a look at the systems that the Victorian Ministry of Education and Training have recommeded for schools to purchase. Some information on the Amiga system has been included for a comparison.

Manufacturer: Atari

Model: 1040 STE

Cost to schools:

Colour monitor (SC 4321) with stand	$ 1,319
Monochrome monitor (SM 124)	$ 1,210

Standard configuration includes:

- 1 Mb RAM
- 384 Kb ROM
- 9 cm internal disk drive (720 Kb)
- combined keyboard / CPU(central processor unit)
- 2 button mouse
- external floppy disk drive port
- external rear hard disk/CD ROM port
- external side networking port
- RS232C serial port
- parallel printer port (8 bit)
- MIDI port (music)
- RF modulator for TV and VCR
- 2 stereo output sockets
- all cables and connectors

Method of operation: The TOS disk operating system is held in ROM. Applications are started using the mouse within a graphical-user interface.

Ergonomic Comments:

- Tilt and swivel is not standard with monochrome monitor but is available at additional cost.
- For sustained use the top of the screen should be at eyelevel.
- Keyboard is not separate from the processor.

Network requirements: Able to be connected to the MOET's recommended network Novell and Atari's recommended Lantech network at additional cost.

General Curriculum Use: As part of the Atari ST range, the 1040 STE supports a variety of simple word processing, database and spreadsheet packages which operate within a graphical user interface.

A limited range of adventure game/simulation software is available to support cross-curriculum activities. A proprietary brand of LOGO is available as is a robotics kit. For schools wishing to work with video, a Genlock is available.

High-resolution monitors are required to run some applications and are available at additional cost.

Atari specialises in music education.

Model: Amiga 500

Cost to schools: Colour monitor $ 1,440

Standard configuration includes:

- 1 Mb RAM
- 256 Kb ROM
- 2 x 9 cm disk drives (880 Kb) - one internal, one external
- combined / CPU(central processor unit)
- 2 button mouse
- RS232C serial port
- parallel printer port (8 bit parallel)
- joystick or lightpen port
- RAM expansion port
- Amiga expansion bus (86 pin connector)
- sound - 2 stereo output sockets
- inbuilt text-to-speech translator device
- all cables and connectors.

Method of operation: All programs on the Amiga load from a graphic "Workbench" and the two disk drives allow the system disk and program disk to operate together. The Operating System ("Workbench") is held partially in ROM and is multi-tasking.

Ergonomic Comments:

- Tilt and swivel is not standard with monitor but is available at additional cost
- For sustained use the top of the screen should be at eyelevel
- Keyboard is not separate from the processor.

Network requirements: Able to be connected to the MOET's recommended network Novell and Commodore's Hydranet (LocalTalk) or Interact (Ethernet) networks at additional cost.

General Curriculum Use: The Amiga 500 is the base system in the Amiga range and supports a range of curriculum software including Amiga LOGO. Word processing, spreadsheet, database and integrated programs are available. The Amiga 500 has a range of inbuilt interfaces for peripheral devices. It is supported by a colour monitor with stereo speakers. The sound chip supports software for teaching music.

For general purpose use, the Amiga 500 with an NTSC output is recommended. For television production normal RGB output is required.

The addition of a PC bridge board enables the Amiga 500 to run MS DOS applications and use MS DOS peripherals. A third-party product - Amax - allows direct emulation of a Macintosh at additional cost.

An inbuilt text-to-speech device is suitable for voice animation activities in language classes.

Manufacturer: **Atari Australia Ltd.**

Name: Atari Mega ST2/30

Cost to schools: Colour monitor (SC 4321 with stand) $ 2,824

Standard configuration includes:

- 2 Mb RAM
- 192 Kb ROM
- 30 Mb internal hard disk drive
- 9 cm internal floppy disk drive (720 Kb)
- combined keyboard / CPU(central processor unit)
- 2 button mouse
- external floppy disk drive port
- external rear DMA port (hard disk,CD ROM)
- external side DMA port (networking)
- RS232C serial port
- Centronic parallel port
- MIDI in and out ports
- joystick port
- cartridge port
- sound - 2 stereo output sockets
- all cables and connectors.

Method of operation: The Disk Operating System (TOS) is held in ROM. Applications are started using the mouse within a graphical user interface.

Ergonomic Comments:

- For sustained use the top of the screen should be at eye-level.
- Keyboard is not separate from the processor.
- Screen strobing may occur in normal mode. It is recommended that the monitor be used in NTSC mode — using a software routine supplied by the dealer.

Network requirements: Able to be connected to the MOET's recommended network Novell and to Atari's recommended network, Lantech, at additional cost.

General Curriculum Use: The Mega ST2/30 is capable of a wide range of general purpose applications such as word processing, spreadsheets, and databases. The interfaces provided on the computer allow most other peripherals to be added without additional cost.

A range of modelling software is available.

Sound processing, CAD, multimedia and desktop publishing are supported.

Atari have specialised in music applications.

Manufacturer: **Commodore Australia Ltd.**

Name: Amiga 2000 Video / Graphics System

Cost to schools: Colour monitor $ 2,835

Standard configuration includes:

1 Mb RAM
256 Kb ROM
9 cm internal disk drive (880 Kb)
40 Mb hard disk drive
2-button mouse
RS232C serial port
parallel printer port (8 bit parallel)
up to 9 expansion slots in total
video slot
Amiga expansion bus (86 pin connector)
sound - 2 stereo output sockets
all cables and connectors.

Method of operation: All programs on the Amiga load from a graphic "Workbench" and the two disk drives allow the system disk and program disk to operate together. The Operating System ("Workbench") is held partially in ROM and is multi-tasking.

Ergonomic Comments: Tilt and swivel is not standard with monitor but is available at additional cost
For sustained use the top of the screen should be at eyelevel.

Network requirements: Able to be connected to the MOET's recommended network Novell and to Commodore's Hydranet (LocalTalk) or Interact (Ethernet) networks at additional cost.

General Curriculum Use: The Amiga 2000 is a computer designed for video graphics including 3D animation, special effects and multimedia applications. The computer has provision for independent sound channels. Two-channel stereo output can be sent to the monitor or to independent speakers. The system is supported by a comprehensive range of music software.

A PC bridge board, at additional cost, enables the Amiga 2000 to run MS DOS applications and access MS DOS interface cards. A third-party product - Amax - allows direct emulation of a Macintosh at additional cost.

A built in text-to-speech device supports voice animation activities in language classes.

Manufacturer:	**Atari Australia Ltd**
Name:	Atari TT030
Model:	TT030/4 with VGA colour monitor
Cost to schools	$ 4,220
Standard configuration:	
includes	. 4 Mb RAM . 384 Kb ROM . MC 68882 floating point co-processor . 9 cm internal floppy disk drive (1.44 Mb) . external floppy disk drive port . 50 Mb hard disk drive . 2 button mouse . 2 external DMA ports (hard disk,CD ROM) . SCSI interface . 4 x RS232C serial ports . Centronic parallel port . MIDI in/out ports . LocalTalk connector (9-pin) . joystick and cartridge ports . sound - 2 stereo output sockets . RF modulator for TV or VCR . support for an external GENLOCK.
Method of operation:	The Disk Operating System (TOS) is held in ROM. Applications are started using the mouse within a graphical user interface.
Ergonomic Comments:	Meets most workplace ergonomic standards, however, for sustained use the top of the screen should be at eye-level.
Network requirements:	Able to be connected to the MOET's recommended network Novell and to most other networks at additional cost.
SUMMARY	A wide range of professional and business style software is available including CAD, technical drawing, desktop publishing and graphics. Capable of multi-tasking. Sounds can be sampled in real time and animation with colour and sound becomes easy. Specific purpose software is also available. Monochrome systems can be used as a file server on a network. Colour systems can be used as advanced, stand-alone workstations.

Acorn education resellers

Computelec Data Systems	38 Hartnett Drive, Seaford,	3198	Tel.(03) 786 7177
	9/408 Latrobe Tce., Geelong,	3220	Tel.(052) 21 6960
TecMaster Pty Ltd	16 Neutron Place, Rowville,	3178	Tel.(03) 763 1666
Hi-Flight Computing	19 West Fyans St, Newtown,	3220	Tel.(052) 83 1478
Richard Morrish Computers	316 Smythes Rd, Delacombe,	3350	Tel.(053) 36 1070
Veritas Computers	518 Macauley St, Albury,	2640	Tel.(060) 21 8088
East West Computers	172 Main Rd, Riddells Creek,	3431	Tel.(054) 28 6314

Apple education resellers and repair agents:

Computer Knowledge:	13 High St, Armadale,	3143	Tel. (03) 822 8767
	Victoria & Charles Sts, Footscray	3011	Tel. (03) 689 8755
	66 Upper Heidelberg Rd,Ivanhoe	3079	Tel. (03) 497 1044
	Thomas & Scott Sts, Dandenong	3175	Tel: (03) 791 2900
	255 Moorabool St, Geelong,	3220	Tel. (052) 23 1550
Computers 2000:	29 Ross Smith Ave, Frankston,	3199	Tel. (03) 781 4244
	352-60 St Kilda Rd, St Kilda,	3182	Tel. (03) 525 5199
I C Technology:	556 Glenferrie Rd, Hawthorn,	3122	Tel. (03) 818 3700
Cygnus Computers:	72 Wilson St, Horsham	3400	Tel.(053) 82 5511
	12 McCallum St, Swan Hill	3585	Tel.(050) 32 9011
	96A Wyndham St, Shepparton	3690	Tel.(058) 22 2444
	116 Desailly St, Sale	3825	Tel.(051) 43 1144
	12 Doveton St South, Ballarat	3350	Tel.(053) 33 3005
	28 James St, Mt Gambier SA	5290	Tel.(087) 23 0282
Mildura Office Supplies	91 Langtree Ave, Mildura	3500	Tel.(050) 23 3611
Sovereign Office Machines	93 French St, Hamilton	3300	Tel.(055) 72 2333
	40 Kepler St, Warrnambool	3280	Tel.(055) 62 7958

Atari Education resellers (* authorised repair agents)

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Brash's Melbourne	108 Elizabeth St, Melb	3000	Tel. (03) 654 6544
Mega Computers	Cnr Ross & Monbulk Rds,		
	Tecoma	3160	Tel: (03) 754 8588

Acorn education resellers

Computelec Data Systems	38 Hartnett Drive, Seaford,	3198	Tel.(03) 786 7177
	9/408 Latrobe Tce., Geelong,	3220	Tel.(052) 21 6960
TecMaster Pty Ltd	16 Neutron Place, Rowville,	3178	Tel.(03) 763 1666
Hi-Flight Computing	19 West Fyans St, Newtown,	3220	Tel.(052) 83 1478
Richard Morrish Computers	316 Smythes Rd, Delacombe,	3350	Tel.(053) 36 1070
Veritas Computers	518 Macauley St, Albury,	2640	Tel.(060) 21 8088
East West Computers	172 Main Rd, Riddells Creek,	3431	Tel.(054) 28 6314

Apple education resellers and repair agents:

Computer Knowledge:	13 High St, Armadale,	3143	Tel. (03) 822 8767
	Victoria & Charles Sts, Footscray	3011	Tel. (03) 689 8755
	66 Upper Heidelberg Rd,Ivanhoe	3079	Tel. (03) 497 1044
	Thomas & Scott Sts, Dandenong	3175	Tel: (03) 791 2900
	255 Moorabool St, Geelong,	3220	Tel. (052) 23 1550
Computers 2000:	29 Ross Smith Ave, Frankston,	3199	Tel. (03) 781 4244
	352-60 St Kilda Rd, St Kilda,	3182	Tel. (03) 525 5199
I C Technology:	556 Glenferrie Rd, Hawthorn,	3122	Tel. (03) 818 3700
Cygnus Computers:	72 Wilson St, Horsham	3400	Tel.(053) 82 5511
	12 McCallum St, Swan Hill	3585	Tel.(050) 32 9011
	96A Wyndham St, Shepparton	3690	Tel.(058) 22 2444
	116 Desailly St, Sale	3825	Tel.(051) 43 1144
	12 Doveton St South, Ballarat	3350	Tel.(053) 33 3005
	28 James St, Mt Gambier SA	5290	Tel.(087) 23 0282
Mildura Office Supplies	91 Langtree Ave, Mildura	3500	Tel.(050) 23 3611
Sovereign Office Machines	93 French St, Hamilton	3300	Tel.(055) 72 2333
	40 Kepler St, Warrnambool	3280	Tel.(055) 62 7958

Atari Education resellers (* authorised repair agents)

Veritas Computers	518 Macauley St, Albury NSW	2640	Tel. (060) 21 8088
Brash's Melbourne	108 Elizabeth St, Melb	3000	Tel. (03) 654 6544
Mega Computers	Cnr Ross & Monbulk Rds,		
	Tecoma	3160	Tel: (03) 754 8588

Kaos Computing*	281 Whitehorse Rd, Balwyn	103	Tel.(03) 882 7331 Billy
Hyde East	171 Whitehorse Rd, Blackburn	3130	Tel. (03) 878 8777
Austech Computers*	157 Whitehorse Rd, Blackburn	3130	Tel.(03) 894 7652
Midi Mouse Computer	Shop 34A, Werribee Plaza, Hoppers Crossing	3030	Tel.(03) 749 4138
PH Computers	12 Clow St, Dandenong	3175	Tel.(03) 791 3129
Alpha Research Comp*	2B Empire St, Mornington	3931	Tel.(059) 75 3577
Music Junction	204 Camberwell Rd, E. Hawthorn	3132	Tel.(03) 882 7331
Newbegin Computers	276 High St, Preston	3072	Tel.(03) 470 6999

Authorised Atari Repair Centres

Megatron Computer Indust	Unit 2, 62-64 Charter St, Ringwood	3134	Tel.: (03) 870 4017
Peats Office Equipment,	200 Pakenham St, Echuca	3564	Tel.: (054) 82 3009

Commodore Education Re-sellers

Maxwells Office Equipment,	Abbotsford	Tel.(03) 419 6811
Master Systems,	Bayswater	Tel.(03) 720 6722
High Technology,	Brighton	Tel.(03) 596 6211
Microbee,	Brunswick East	Tel.(03) 388 0111
Busi-Soft Computers,	Frankston 3199	Tel.(03) 770 1717
Computa Magic,	Moonee Ponds	Tel.(03) 326 0133
St Albans Home Entertainment,	St Albans	Tel.(03) 366 2396

Country:

John F Porter, Bairnsdale 3875	Tel.: (051) 82 4540
Frank Day & Associates, Ballarat 3350	Tel.: (053) 31 5511
Minit Computer Services, Bendigo 3550	Tel.: (054) 43 2589
Corangamite Computer Centre, Colac	Tel.: (052) 31 1743
Jennings Discounts, Drummcondra	Tel.: (052) 78 7010
Cerato Software, Newcomb 3220	Tel.: (052) 48 5758
Roylaine Pty Ltd, Warragul 3620	Tel.: (056) 23 4255
Roylaine Pty Ltd, Morwell	Tel.: (056) 23 4255

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WORD QUEST II - Crossword Maker

WORD QUEST 2
Version 1.00
by Donald A. Thomas, Jr.
(c)1989 ARTISAN SOFTWARE
P.O. Box 849
Manteca, California 95336

This program is designed and tested to function on an Atari ST or Atari Mega compatible computer. An Atari monochrome monitor OR an Atari color monitor in medium resolution is required. Atari, ST/Mega and NEOchrome are trademarks or registered trademarks of the Atari Corp. DEGAS is a trademark of Batteries Included.

FEATURES:

WORD QUEST 2 is a powerful GEM-based program designed to construct crossword puzzles fast and efficiently. Virtually everyone can build a custom puzzle from a list of their own words in a matter of just minutes. Teachers can implement puzzles to augment their education of subjects and vocabulary. Publishers may integrate completed puzzles in their publications. Designed with most of the same versatile commands and more found in the original WORD QUEST(tm) for word search puzzles, WORD QUEST 2(tm) is the ultimate crossword construction set available for the Atari ST computer.

If you like WORD QUEST 2, be certain to order the original WORD QUEST from Artisan Software. WORD QUEST makes word search puzzles easy and fun to make. Pick up WORD QUEST at your dealer or send $29.95 plus $1.50 shipping and handling to ARTISAN SOFTWARE, P.O. Box 849, Manteca, USA.

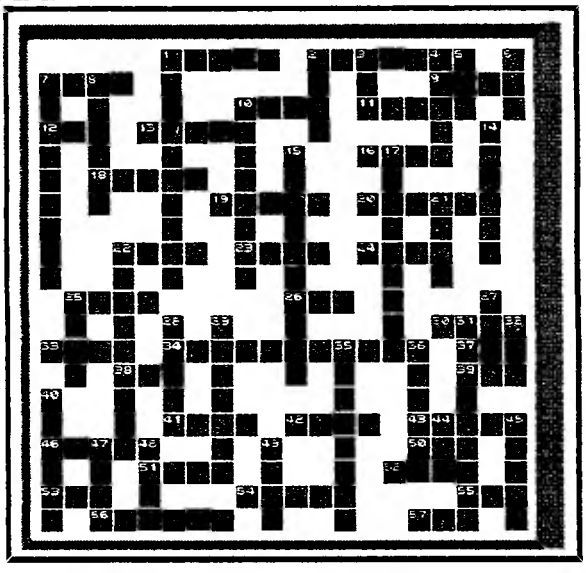
WORD QUEST 2 implements the following power packed features:

* Compatible with Color OR Monochrome systems

* Adjustable puzzle sizes from 5x5 to 20x20 characters

* Prints puzzles to files compatible with DEGAS(tm) or NEOchrome(tm) for true versatile use.

* Options of individual word entry or list entry



* Complex integration of specific and random word placement routines to assure even word placement

* Instant deletion, relocation and entry of words

* Automatic scanning of unused words when positions are found for new words
* Optional load of saved puzzles by filename or detailed item list

* Data file locking option

* Automatic fill routine to fill unused squares

* Commands accessible by keystroke or mouse

* On-line printer installation

NOTE: Puzzles are saved in NEOchrome, DEGAS format or by formatted screen dump (simulated ALTERNATE/HELP) for instant compatibility to most dot matrix or laser printers without cumbersome printer drivers. Clues are printed to disk in ASCII format or a hard copy is sent to your printer.

SET-UP:

WORD QUEST 2 may be installed from the GEM desktop environment by double clicking on the program named "WQ2.PRG". Refer to your Atari ST/Mega owners manual for specific instructions on how to start (boot)

programs. If you have any problems, please check your system or remove any accessories from your desktop before attempting again.

Attention: Mono Monitor Users

This program has been written to operate as functionally on a monochrome monitor as on color and vice versa. References to colors, of course, do not apply to monochrome users. In most cases, if text or characters are indicated to be highlighted in color, the monochrome user will find the same in bold type instead.

COMMANDS:

If you are printing your puzzles directly to a dot matrix or laser printer, please reference your owners manual for your printer and/or computer in regard to screen dumps. The Atari ST computer is designed to print whatever is on your screen when you press the <ALTERNATE> and <HELP> keys together. You may, however need to prepare your printer before running this program. You may also contact your local user's group. Someone there will be pleased to help you.

WORD QUEST 2 commands may, in most cases, be activated by either the mouse or the keyboard. When the program first boots up, a title screen will appear as the program briefly initializes. When "PRESS ANY KEY" appears, press the left mouse button or tap any key to begin WORD QUEST 2.

The menu bar along the top of the screen provides direct access to all commands. As you point to the selections, a list of options will appear directly underneath. Simply point and click the left mouse button on the option you desire to invoke. You may also press the <CONTROL> key and the corresponding letter command to invoke options without the mouse. The corresponding letters are those found immediately to the right of the "^" symbol within your GEM based menu system.

There may be one of two things you would do immediately when running this program. One is to load an existing puzzle or you may wish to create a new one. <CONTROL> <L> allows you to load an existing (previously saved) puzzle and <CONTROL> <E> allows you to begin entering words for a new puzzle.

The program defaults to 20 x 20 character grid. If you wish to change the size of the puzzle, you will need to press <CONTROL> <R> to restart and/or define a new grid size.

Below are specific definitions for the available commands. Refer to this list for a refined perspective of program execution, puzzle construction and command sequences.

^A ABOUT WORD QUEST 2

This option renders author credits and copyright designations. It is found under the "ARTISAN" menu heading.

^B INSTALL PRINTER

When you purchased your Atari ST/MEGA computer you received a desk accessory which enabled you to define the type of printer you had connected to your computer. The proper settings of these parameters help the computer to understand the best method to communicate to the printer. The parameters set by this accessory are: printer type (dot matrix or daisy), whether you are using a black and white or color monitor, the pixels per line, print quality, printer port used and the type of paper used (tractor or sheet fed).

Proper adjustment of these parameters, while required, are not all inclusive. If you are using a new printer for the first time, you may need to adjust the DIP switches as indicated by your owners manual as required by the Atari system. In most cases, however, these parameters will be the only ones you may need to change or update with any regularity.

The ^B command under the "PRINT" menu heading simulates the use of the desk accessory supplied by Atari. It is integrated with WORD QUEST 2 as a convenience. You will likely need to set the pixels per line at 960 from 1280 if you are using an EPSON compatible printer for instance. If you "SAVE" your changes, WORD QUEST 2 will automatically save

the parameters to disk in a file named PRINTER.INF. As long as that file is on the same disk you use WORD QUEST 2, the saved parameters will automatically be activated for you when you use the program again. Refer to your owner's manual or consult your local Atari user's group if you have difficulty in this area.

^C CITE DOCUMENTATION

This option is located under the "ARTISAN" menu heading andallows you to read or print the documentation on your WORD QUEST 2 disk. The instructions for WORD QUEST 2 is saved under the filename: "WRDQUST2.DOC". There may also be other read files. All of them have been especially formatted to be read easily by the ^C command. A "read selector" will also read the files.

WORD QUEST 2 offer the opportunity to choose the document you wish to read and you will be offered the choice of printing it or viewing it on the screen.

If you view the documentation on the screen, press any key or the left mouse button to "turn" the page.

You may wish to enter these ASCII files into your own word processor and read or print them out. You may wish to consider this option as a verbose help file.

^D DELETE WORD

This option allows a misspelled or unwanted word to be extracted from a puzzle. You will find the command under the "FUNCTIONS" heading and may also use this function to automatically erase all unused words from your list. If you enter words one by one, you may wish to erase all unused words to avoid the time taken to scan unused words every time a new word is placed.

When selecting this option, all words are alphabetized so that the words you wish to delete may be found easily. Press the up arrow key or down arrow key to select individual words and press <UNDO> to erase the displayed word. The first and last words in the list will be designated by the system bell.

Press <RETURN> to exit this function.

^E ENTER WORD

WORD QUEST 2 will accept up to 250 words entered one at a time or as an entire list. This is many more than you should ever need to use for any one puzzle. If you wish to specifically custom build your puzzle, you may wish to enter the words one at a time. As you do, each word is scanned as you enter them to find a position in the puzzle. If a position is found, any unused words will automatically be scanned since the new word may create new positions. You may abort the scanning of any word at any time by pressing <ESC>. If you do, the word being scanned will automatically be added to the unused word list.

You may notice that WORD QUEST 2 follows some rules while scanning for new word positions. One is that a new wordmust intersect an existing one and another rule is that two words will never automatically be placed immediately parallel to each other. This is to insure that the computer will not create words you did not enter.

You may override these two rules by pressing any key just beneath the <HELP> and <UNDO> keys while in the single word entry mode. When you utilize these keys a cursor will appear on your grid with an arrow on it. The arrow will point to the right or down and can be toggled between those two directions with the <INSERT> key. The <CLR HOME> key toggles the cursor on or off. The remaining <ARROW> keys move the cursor in the respective direction on the grid.

At any time, while entering a single word, you may designate the first square you wish the word to appear when you press the <RETURN> key. The word will be placed there if there are no squares with

conflicting letters. The arrow will always point to the first square you want the word to appear except for words you wish to place in the far right column or the bottom row. In this case, you must place the cursor in the adjacent square at the opposite side of the puzzle.

If the word physically cannot fit where you designate, the automatic scanning function of the computer will take over.

You may also enter words at a list at a time. It is recommended that you use a maximum of 50 words as a beginning for 20 x 20 puzzles. To do this press <CONTROL> <E> and the single word entry window will appear. Then press <HELP> and the Multiple Word Entry System will take over the screen. Type each word you want in your puzzle and enter the word with the <RETURN> key. Press <ESC> at any time to view your exit options in this mode. You may designate that you are finished, to import a stored list of words or to resume entering words as you were respectively.

Use the mouse to make your choice or press <RETURN> for the exit default. If you exit this mode, the words will be sorted as defined by the <CONTROL> <Z> command. The default sort is by length so that longer words are scanned first, thus, providing a better chance that the maximum amount of words will be used.

After entering a list of words, every unused word will be scanned and re-scanned until no further possible placement of unused words can be made. This process may take some time depending on factors including maximum word lengths, the number of words entered, allowable directions, puzzle size, the percentage of puzzle already filled, etc. You may abort the scanning process by pressing the <ESC> key, but the words not yet placed will not be re-scanned until another word has been added and placed manually or you use the RESUME function.

WORD QUEST 2 deletes all words and there clues when you change puzzle size with the <CONTROL> <R> function. You may find occasions that you may need to re-enter a list if you do not like the way WORD QUEST 2 compiled specific puzzles. For such instances you may enter the SERIES ENTRY MODE (^E <HELP>), press <ESC> and choose USE LIST from your three exit options displayed. Each previously saved word will be recalled and verified against any new parameters such as altered puzzle size. Please be aware that the data bank created when saving and recalling the list in this manner is erased whenever you load or save full puzzles or when you exit WORD QUEST 2 and is only accessible from the SERIES ENTRY MODE. Words are NOT recorded in the data bank if you enter them singly.

The number of words in your buffer will be displayed in your "VOLUME" field to the right of the main screen. This number does not necessarily represent the list you are currently using or the number of words in your puzzle. It simply represnts the number of words which will be recalled by the "USE LIST" option.

As words are placed in the puzzle, you may note that entered words are highlighted in red (in bold on monochrome monitors) so you know where the words are.

Press <RETURN> to exit this function.

It may be helpful to be aware of the basic rules WORD QUEST 2 follows to place words:

When a list of words are entered, the default sorts words by length as longer words are harder to place as the puzzle fills. (This can be changed by the <CONTROL> <Z> function)

The first word is always randomly placed by beginning position and direction.

Subsequent words are scanned for all possible placements beginning at a random position in the puzzle to avoid "bunching" of words in a specific portion of the puzzle.

At least one character of each word scanned must take up an unoccupied position in the puzzle. This will eliminate the potential that words like "ANT" get

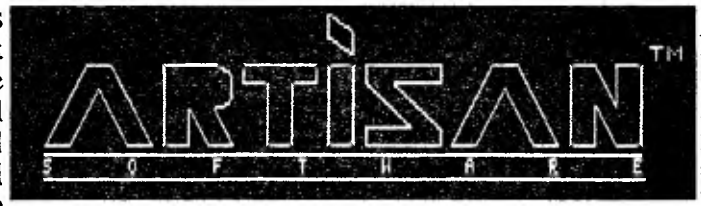
placed within words like "ELEPHANT". The same word may not be entered twice.

^F FILL PUZZLE

Implementing this option under the "FUNCTIONS" menu heading may be done at any time. It will not effect the ability to place new words still using "filled" positions. Filling the puzzle effectively means placing a black square for every character position which is not occupied by a placed word.

Other critical events take place when this command is used. The puzzle is also numbered and the clues are assembled in the proper order. Some other commands will automatically use the fill function before the program proceeds.

If you manually placed any words in the puzzle, it is likely you may have inadvertently placed two or more letters together which you have not defined as a word. If you didn't type a word into the entry system, it will not be acknowledged properly. The fill function checks the integrity of your puzzle for this possibility and a report will follow the fill if there are any undefined words. You may notice a bell sound when the cursor hits one of these positions. This is so you can get an idea of where the undefined word may be.



^H HUNT WORD

This option provides two functions. By selecting this option under the "FUNCTIONS" menu heading, a "HUNT" window will appear in the lower right portion of your screen. All words will appear in this window. By pressing <HELP> while your selected word is displayed, that word will be highlighted within your puzzle so that you may locate where it is. By pressing <UNDO>, the selected word will be located if the computer is able to locate another position for it, otherwise the original position will be maintained. The <HELP> and <UNDO> commands only function for the words already placed within the actual puzzle. Unused words will be highlighted in red (in bold on monochrome monitors) for reference only.

Scroll the words by pressing the right or left <ARROW> keys. The words will be displayed alphabetically and the first and last words will be noted by the system bell. Press <RETURN> to exit this mode.

^I ID PUZZLE

WORD QUEST 2 allows each puzzle you design to be titled by an ID. This assists in locating desired puzzles with the LIST option within the LOAD command and add a custom appearance in your printouts.

Select this option under the "TITLES" heading to change or edit your title of the puzzle currently loaded in WORD QUEST 2. <ESC> will erase the line, <BACKSPACE> erases one character at a time and <RETURN> enters the word and exits this option.

^J JOT CLUE

At any time, you may wish to begin entering the clues to the words you have entered in the puzzle. Clues are limited to a maximum of 34 characters in length. Use the ^J function under the "FUNCTIONS" menu heading to access the Clue Entry Mode. The words you entered will be displayed 15 at a time.

Each one will be assigned a number which has no relationship to the numbers used on a printed puzzle. To the right of the number, the direction of placed words is displayed (ACROSS or DOWN). This column is blank for unused words. To access the clue column and add or edit an existing clue, press the up or down <ARROW> keys or type the number of the word for which you wish to write a clue.

The up and down <ARROW> keys will take you to the next "used" word in that direction or the top or bottom of the list respectively. The right and left <ARROW> keys will display the next or previous list of 15 words and their clues respectively. Once you have designated which word you wish to "jot" a clue for, the command bar will disappear and a cursor will appear on in the clue column for the word designated. Use the typical editing keys to type your clue and register your

change with the <RETURN> key.

Exit this mode with the <ESC> key while the command bar is displayed at the bottom of the screen.

^K ANSWERS (Key)

Using this command performs the same as the ^P command also under the "PRINT" menu heading, except ONLY the puzzle may be printed and the answers are displayed within the grid.

^L LOAD PUZZLE

This option is found under the "OPTIONS" selection in your menu system at the top of the screen. Select this option to load a new puzzle off of a storage device which may include ram disks, hard drives or disk drives. You have two ways to load a puzzle. A window will appear offering the options. You may click on LOAD to view available puzzles just by file name. A "load selector" will appear searching the drive path you used to boot WORD QUEST 2. That drive path will be scanned for all files with an extender of ".WQ2" which all WORD QUEST 2 puzzles should be saved as. Simply double click on the puzzle you wish to load.

You may also load puzzles from a detailed list which offers specific details about the puzzles including size, the number of words used, title, author, etc. To load a puzzle in this manner, click on "LIST" from the initial load window. A "list selector" box will appear to offer the designation of a drive path if you want puzzles scanned from a drive path other than the default. Simply double click on ANY puzzle within the selected drive path and all puzzles in that drive path will be displayed up to 5 at a time. Once displayed you may press the corresponding number <1-5> on the keyboard and that puzzle will be loaded. Each file with a .WQ2 extender will be tested to be a true WORD QUEST 2 file. If not it will be ignored.

^M MADE BY

WORD QUEST 2 allows each puzzle you design to designate an author. This can assist in personalizing individual puzzles and simply offering "credit where credit is due".

Select this option to change or edit the author's name of the puzzle currently loaded in WORD QUEST 2. <ESC> will erase the line, <BACKSPACE> erases one character at a time and <RETURN> enters the word and exits this option.

^N NEW WORD LIST

By pressing <CONTROL> <U> a list of all words which have been stored but have not yet been placed into the puzzle is rendered.

Press the <SPACE> bar to pause long lists, press any key to exit once the full list has been displayed.

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^O OPEN PUZZLE

This option, when selected, will erase all previously filled character positions which are not a part of a placed word. This effectively will undo the fill function (^F). Numbers are removed and the characters are displayed.

^P PRINT PUZZLE

You can only print puzzles which are resident in WORD QUEST 2. In other words, you must first design or load a puzzle before a puzzle may be printed. Select this option to print a puzzle to a printer. WORD QUEST 2 will first fill the puzzle if not done already. (See ^F Fill command)

Next, WORD QUEST 2 will determine if you have a printer connected or turned on. You will have to remind yourself to be certain that it is "on-line".

Puzzles are printed along with the title of the puzzle, the author and the date. The puzzle is offset to the left and the clues are listed under the completed puzzle (or on a second page on laser printers).

Use the ^T OUTPUT command to designate where the puzzle should be printed (Degas disk file, NEOchrome disk file or printer).

^R RESTART

This should be a rather self-explanatory function. You may decide to clear the memory and begin a new puzzle. A window will appear when you choose this option. The "YES" selection will re-initiate a new puzzle at the same size.

The "SIZE" selection allows you to change the size. You buffer will not be erased when re-initiating a puzzle if you have words stored in it.

^S SAVE PUZZLE

Puzzles may be saved once created or edited. To save a puzzle press <CONTROL> <S> or select "SAVE PUZZLE" from the options in the menu bar. Several events take place when you save puzzles.

ARTISAN SOFTWARE TM

First, if the puzzle has not been filled, the save command will do it automatically. Refer to the ^F FILL command for details.

Secondly, you will be asked if you want to delete unused words. If you are going to continue editing the puzzle at a later time, you may not wish to delete those words. If you are permanently saving a completed puzzle you may wish to save disk storage space by deleting unused words. Once deleted the words and their assigned clues will no longer be resident and must be retyped in if you decide later to include them.

Third, all the words will be alphabetized so that future references to the word list will not correlate with any order they were placed in the puzzle.

You will then be offered a "save selector" window to designate a drive path and specific file name. You may designate an existing file name and write over it or type in a new one. If you designate an existing file name and it was locked, you will be offered the opportunity to unlock the puzzle or abort the operation. If you designate a filename without the extender ".WQ2" or if you designate a different extender, the filename will automatically be corrected to include the ".WQ2" extender.

Once saved, WORD QUEST 2 will offer the opportunity to "lock" the file to help avoid accidental alterations or deletions in the future. Reply to the inquiry accordingly.

^T OUTPUT

You have three destination options for a printed puzzle. One, of course, is to a printer. The other choices are DEGAS format and NEOchrome format. If you choose DEGAS or NEOchrome, a file selector window will allow you to designate the filename you wish to use. The puzzle will be saved in that filename and the clues will be printed to disk in ASCII format in a filename by the same name except it will have a .TXT extender.

You will find this command under the "PRINT" menu heading. Simply activate this command and answer the prompts accordingly.

^U USED WORD LIST

By pressing <CONTROL> <U> a list of all words which have been placed into the puzzle is rendered.

Press the <SPACE> bar to pause long lists, press any key to exit once the full list has been displayed.

^W DATE PUZZLE (WHEN)

WORD QUEST 2 allows each puzzle you design to be dated. If you have a timekeeper or built-in clock, the current date should be displayed automatically when you first install WORD QUEST 2. Otherwise, the release date of your system TOS will be displayed. This can assist in locating updates to desired puzzles with the LIST option within the LOAD command and add custom appearance in your printouts.

Select this option to change or edit the date of the puzzle currently loaded in WORD QUEST 2. <ESC> will erase the line, <BACKSPACE> erases one character at a time and <RETURN> enters the word and exits this option. Although the default entry presents the date by 'month day, year', you may use this entry for another purpose.

^X USE ACCESSORIES

WORD QUEST 2 supports the ability to access accessorieswhich may have been loaded when you installed WORD QUEST 2. Since GEM has a glitch which provokes screen problems while opening accessory windows, this option will activate all accessories, deactivate all WORD QUEST 2 options, and clear the screen. You may use any one of up to six accessories as you please at this time. Such accessories may include a spell checker for reference or a clock setter. If you reset a clock from an accessory while using WORD QUEST 2, this will NOT effect the current date displayed by WORD QUEST 2. You must use the ^W command to implement a date change.

To re-activate the WORD QUEST 2 options, deactivate the accessories and return your screen, simply choose the ^X option once again.

^Z SORT/RESUME

This function serves two purposes. The first is to designate the type of sorts you wish WORD QUEST 2 to make while building puzzles. You usually would want words to be sorted by length when the computer places words for you to insure your longer words are placed in the completed work, but you may have a full puzzle already and know that long words will not fit. In this case you may want to use shorter words first. You may also designate the sort to alphabetical from A to Z or Z to A. The random option simply mixes the words. All the eligible sort routines manipulate your clues so that they stay with the proper word.

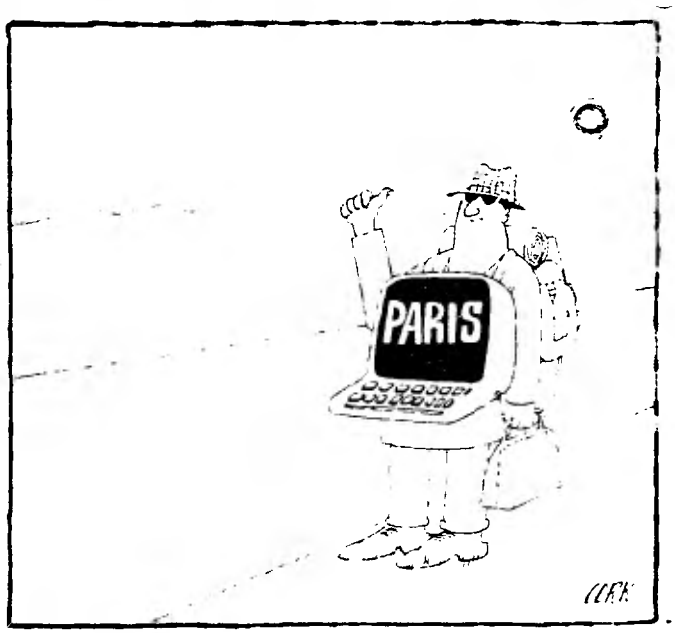
To assign a sort routine you prefer press <CONTROL> <Z> and the option window will appear. Use your mouse and point to the choice you desire. The greater than sign (>) designates long words and the less than sign (<) designates short words. By pressing <RETURN> or clicking on the lower right box of the window, your choice will be acknowledged.

The <CONTROL> <J> function uses the appropriate sort when entering clues. Usually you may want this list to be alphabetical, but you may change it if you wish.

The second portion of this function re-initiates the scanning process of unused words if, for some reason, you had stopped it. It will not be activated if you d not have any unused words.

WORD QUEST 2

ARTISAN™ SOFTWARE

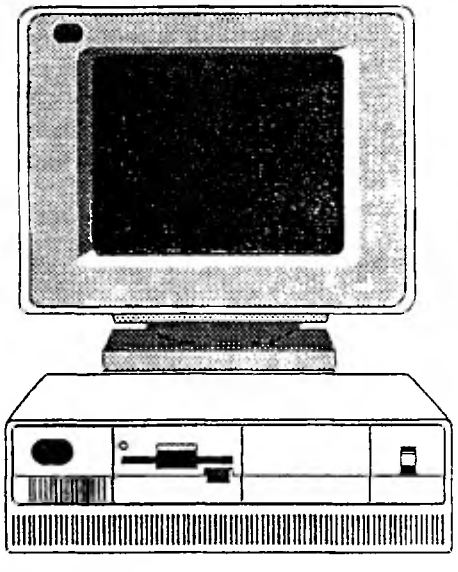


'Are we becoming obsessed with microchip technology? Hang on — I'll ask my computer.'

MORE ATARI MONO VDU NOTES ATARI BJB

The SM124 mono monitor seems to have a rather trouble prone power supply. A friend's recently blew a fuse twice in succession. The first 750ma fuse cost him $2.50 at a local store! The second 35c at Jaycar! Anyway, one of the diodes in the tiny power supply had become conducting in both directions. It was easily replaced (1N5402) and restored full operation.

9 KAOS Computer User's Group.



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```
================================================================================
     * * GFAGEN8 . . . Brian LEHNE * *

   GFA.BASIC Version 3. Tips from one who has learnt the hard way - No.8
================================================================================

* BMOVE *
     Some BMOVE Routines to add to GFAGEN7.

* ABOUT BMOVE *
     BMOVE can take Screen Width Strips of - Memory or Visual - Screen &
Display them as required.

*SYNTAX *
     BMOVE Src%,Dst%,Cnt%                              ! As Values or Variables *
     where: Src%=the Address of the Beginning of the Block
            Dst%=the Destination of the Block
            Cnt%=the Number of Bytes to Copy      ! Must be Multiples of 160 *
     32000 Bytes is a complete Screen.
     Operation is faster with even Values.

* CODE CHANGES *
     The only changes required to the Code in GFAGEN7 to handle the extra
Procedures, is to change the values below in the Procedure VARIABLES:
     Change the Value of the Variable Pro¦ to 23 instead of 15.
     Change the Value of the Variable Gen¦ to  8 instead of 7.
     & of course add the following New Procedures.

* NEW PROCEDURES *

>>>>>>>>>>>>>>>>>>> BLINDS [BMOVE] [VENETIAN & HOLLAND] <<<<<<<<<<<<<<<<<<<
 New Screen Pulls Down like a VENETIAN Blind 'with variation a HOLLAND Blind]
-------------------------------- VARIATION --------------------------------
            If Slats¦=1, the Venetian Blind becomes a Holland Blind
--------------------------------------------------------------------------------
Procedure Venetian
  @Blinds(10)                                  ! Value use 2,4,5,8,10,20,25,40 *
Return
Procedure Holland
  Pause 50
  Bmove Scrn_e%,Scrn_m%,32000          ! Move Screen in Extra Memory to Memory *
  @Blinds(1)
Return
Procedure Blinds(Slats¦)
  Gap&=Div(32000,Slats¦)                  ! Slats¦ - use: 1,2,4,5,8,10,20,25,40 *
  For K&=0 To Sub(Gap&,160) Step 160
    For J&=0 To Sub(32000,Gap&) Step Gap&
      Start%=Add(Sub(Sub(Add(Scrn_m%,Gap&),K&),160),J&)
      Bmove Start%,Add(Scrn_v%,J&),Add(K&,160)
      ' ++++++++++++++++++++++++++++++++ Control Speed with a PAUSE in here *
    Next J&
  Next K&
  If Slats¦>1  ! Save Screen into Extra Memory to use later for HOLLAND BLIND *
    Bmove Scrn_v%,Scrn_e%,32000
  Endif
Return ! eeee
```

```
  Step&=640                                          ! use 160,320,640,800,1280,1600 *
  Temp&=Sub(32000,Step&)
  For J&=0 To Temp& Step Step&
    Bmove Add(Scrn_v%,Step&),Scrn_v%,Temp&
    Bmove Add(Scrn_m%,J&),Add(Scrn_v%,Temp&),Step&
    ' ++++++++++++++++++ Control Speed with a PAUSE in here or Value of Step& *
  Next J&
  @Holland                                                ! Branch to HOLLAND Routine *
Return ! eeee
```

```
    Bmove Add(J1%,J&),Add(Add(J1%,J&),160),Sub(16000,J&)
    Bmove Sub(Sub(J2%,J&),160),Sub(Sub(J1%,J&),160),Add(320,Mul(J&,2))
    ' ++++++++++++++++++++++++++++++++++ Control Speed with a PAUSE in here *
  Next J&
Return ! eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee End Pro OPEN_V1

  >>>>>>>>>>>>>>>>>>>> OPEN_V2 [BMOVE] <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
  ----- Old Screen OPENS from Centre to Top & Bottom & Pulls New Screen with it
Procedure Open_v2
  For J&=0 To 15840 Step 160
    J1%=Add(Scrn_v%,16000)
    Bmove Add(Scrn_v%,160),Scrn_v%,15840
    Bmove Add(Scrn_m%,J&),Add(Scrn_v%,15840),160
    Bmove J1%,Add(Scrn_v%,16160),15840
    Bmove Sub(Add(Scrn_m%,31840),J&),J1%,160
    ' ++++++++++++++++++++++++++++++++++ Control Speed with a PAUSE in here *
  Next J&
Return ! eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee End Pro OPEN_V2

  >>>>>>>>>>>>>>>>>>>> CLOSE_V [BMOVE] <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
  ------------------------------ New Screen CLOSES from Top & Bottom to Centre
Procedure Close_v
  For J&=15840 To 0 Step -160
    Bmove Add(Scrn_m%,J&),Scrn_v%,Sub(16000,J&)
    Bmove Add(Scrn_m%,16000),Add(Add(Scrn_v%,16000),J&),Sub(16000,J&)
    ' ++++++++++++++++++++++++++++++++++ Control Speed with a PAUSE in here *
  Next J&
Return ! eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee End Pro CLOSE_V

  >>>>>>>>>>>>>>>>>>>> FLOP [BMOVE] <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
  -------------------------------- New Screen is Displayed FLOPPED Upside Down
Procedure Flop
  For J&=0 To 31840 Step 160                ! These Values MUST NOT be changed *
    Bmove Add(Scrn_m%,J&),Sub(Add(Scrn_v%,31840),J&),160
    ' ++++++++++++++++++++++++++++++++++ Control Speed with a PAUSE in here *
  Next J&
Return ! eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee End Pro FLOP
```

* COMMENT *

As we finally bury this theme, let us rejoice in the knowledge that at any time we so desire we can resurrect it & add further Routines at will, as the only limitations existing are in our own imaginations.

Bye once again: Brian LEHNE M.A.C.E. Member
34 Jellicoe Street
Noble Park 3174
(03)-791-7531

News in Brief

GST Upgrades

The first upgrade to the ST version of Timeworks Publisher for a very long time offers Atari TT compatibility, Ultrascript compatibility for Atari Laser users, improved PostScript handling, correct printing of multiple copies, use of the Esc key to force a screen re-draw, plus some internal changes to 'improve reliability'. First Word Plus has also been fixed for TT compatibility with the release of version 3.20. Both upgrades are £8.95 each, or £4.95 to Softline members.

GST Softline are also supplying the Migraph GDOS driver for Hewlett Packard DeskJet printers. Although not as flexible as the - no longer available - Neocept Turbo-Jet driver, the Migraph driver is compatible with all GDOS applications, including Easy Draw and Timeworks Publisher. Cost: £19.95 from GST at Meadow Lane, St Ives, PE17 4LG; (0480) 496600.

Infra-red ST

ST-IC, the latest gizzmo from Romulus Data Systems, claims to be capable of controlling any domestic appliance that has an infra-red remote control unit. ST-IC is connected to the ST's printer port, with a pass-through for your printer. Once ST-IC has been taught the codes used by your remote control units, you can set up sequences of commands that may be saved to disk. Romulus Data Systems, 2 Downs Grove, Southview Park, Basildon, SS16 4QL.

Portfolio Connections

Artisan Software in the USA have released a software system to transfer data between an ST and the Atari Portfolio pocket PC computers. TransporT offers easy ASCII file transfers between both machines, plus extended systems which support additional features such as X Modem, non-ASCII character stripping, on-line help, and file viewing. The software, which requires a Portfolio serial interface and a null modem, is available at $24.95 from Artisan Software, PO Box 849, Manteca, CA 95336, USA

Stumpf to go West?

Reports in the German press have suggested that Atari Germany's General Manager, Alwin Stumpf, will take up a one year posting in Canada in an attempt to get Atari back into the mainstream North American computer market. The implication seems to be that Stumpf will take over where Elie Kenan left off after his return from the USA to France at the tail end of last year.

Micro Care Moves On

Despite a disappointing response to the first Micro Care disk, organiser Paul Bocij has put together two new disks for Licenseware-style distribution. For every disk sold by a PD library a royalty payment is made to Micro Care, who then pass on the donations to the nominated charities. The second Micro Care compilation disk contains a lot of original material, rather than re-runs of ST Format cover disk programs. The second disk launched this month is a suite of educational programs, complete with an on-disk manual. For fuller details on the content of these new Micro Care disks see the box at the end of the PD Update section on page 31 of this magazine.

PageStream 2

Still imminent; mid-May is now the expected launch date for PageStream 2 on the ST. New features should include: optional use of bit-mapped fonts for small point sizes; outline fonts on screen for large text; Import modules for TIFF, MacPaint, GIF, ProDraw, and IBM Encapsulated PostScript; Export to IMG format bit-image graphic files. Typeface handling has been considerably overhauled with support for industry-standard typeface collections including Adobe Type 1 and Compugraphic Intellifonts.

Medium Hype

A colour medium resolution version of the ST Hypertext package, Hype!, has been launched by WooleySoft. Hype is a GEM-based 'hypermedia' set-up that allows text, graphics and sound to be linked into a single information package. The new version is available at £19.95 from WoolleySoft, Humblesknowe Cottage, Ramoyle, Dunblane, Perthshire, FK15 0BA.

Mice Come Down

After around three years of intensive use, the standard Atari mouse can be counted on to start dropping clicks and generally misbehaving. Not surprisingly, there is an increasingly bewildering choice of replacement rodents on offer. A few of the more recent replacement rodents include: Contriver's "5-in-1" multi-computer mouse (£29.99) and their MultiDpi (100 to 800 dpi) multi-speed mouse (0280-822803); with the appearance of so many 'very similar' mice (clone mice?), Naksha have slashed the price of their "Upgrade" mouse from £39.99 to £28.99 (0925-574439); Pandaal are offering a 360dpi ergonomic mouse with microswitches for £29.99 (0234-855666); Compo are offering That's Mouse, a self cleaning 290-dpi mouse for £19.95 (0480-891819).

Network News Services

Owing to a serious illness in the family, Frank Sheen regrets that he is currently unable to provide the usual level of round-the-clock service to his customers. The NNS nationwide contacts and outlets are, of course, still up and running and prepared to offer all of the full range of NNS services; staff at the NNS print works in Tilbury are handling all sales queries and orders as usual.

Animated Condor

Phase 4, a suite of high quality animation packages, is due for launch by Condor Computers. The mouse or tablet driven system is made up of four integrated packages: Prism 24 Paint, Prism Render, Rosetta 3D, and the Chronos 3D Viewer. The package will retail at £460 and is aimed primarily at the Amiga-dominated video production and graphic house market.

In the very near future Condor will also be releasing the 16MHz upgrade to the Supercharger PC Emulator. With a pure 386 chipset it promises to be the fastest PC-compatibility option for the ST.

AT Speed AT Once

PC emulators AT Once (Silica Systems: 081-308-0888) and AT Speed (Compo: 0480-891819) are now available with 16MHz 286 processors. With AT Speed this has the effect of increasing its Norton rating from 6.7 to 8.2; the 16MHz version of AT Once is a shade slower with a Norton rating of 8.1. AT Speed also features a socket for a 80287 maths co-processor, and an upgrade to the 16MHz board will be available for users of current AT Speed boards.

Video that Hard Drive

Surface UK are offering a £169 system that must be the cheapest non-disk hard disk backup utility; it allows a domestic video recorder to be used to backup a hard disk. Surface have also taken on the full range of ST products from long-time Atari supporters, Supra Corporation. These include the SupraDrive 40MByte and 105MByte hard drives (£399 and £699), plus a range of modems which includes the highly impressive SupraModem 2400 with MNP 2-5 at just £179. More details from Surface UK Ltd on: 081-566-6677.

Colour Rombo

Rombo's VIDI-ST video digitising package is now available in a full colour version, VidiChrome ST. This £179 package allows colour images to be captured using a video recorder, or even mono video camera with three coloured filters. More details from Rombo on 0506-414631.

Fontkit Upgrade

Fontkit Plus 3.2 has been updated to version 3.25. This contains improved facilities for editing Signum fonts, and also fixes some bugs which existed in version 3.2. Fontkit users who have version 3.2 can upgrade for £1 by returning disk 1 of their master disks.

System Solutions

After a year of sterling service to the ST market, Atari Workshops have re-vamped their image, taken on more staff, increased their product range and re-christened their operation System Solutions.

Complementing the wide range of German hardware add-ons and enhancements that Atari Workshop have been offering for over a year, the range of new products is bewilderingly vast.

CodeHead

This Los Angeles based software house has appointed System Solutions their new UK distributor. MaxiFile 3.1, Hotwire 2.4, MultiDesk, Lokit, Poppit, CodeKeys, and the CodeHead Utilities will all be available at £29.95 each from System Solutions.

Poppit allows accessories to be 'hotwired' and called up from within applications with a keypress.

BioNet

For setting up networks linking ST's, Mac's and PC's, System Solutions are supplying the BioNet 100 Ethernet network. Facilities include backup file-servers, multiple file-servers, remote logon, spooler printing, electronic mail, and password protection.

A range of VME bus devices, including an Ethernet Network, is available for the TT and Mega STE from PAM Software, Tel. +49 6131 476312.

The Bodoni collection is a set of very high quality fonts for use with Script and Signum. Faces are available in point sizes from 7-point to 22-point with individually designed bold, demibold, light and italic versions of each face. Prices start at DM 198. Semiotic Soft, Tel. +49 89 174587.

The Danish Mermaid Group have finished the latest version of their multi-function accessory Harlekin II. Maxon are retailing the new version at DM 159; upgrades from the first version cost DM 60. The UK version will be available from HiSoft.

Convector is a package for converting bit-image graphic files in IMG, PI3, ABM (Arabesque) and PAC (STAD) format into GEM metafiles. The package will work both as a program and as an accessory, and features 'flying dialogue boxes'! Convector costs DM248 and is published by Shift GmbH, Tel. +49 461 22828.

The range of software from Tommy Software now includes: MegaPaint Professional v3.01 (DM299) and MegaPaint Professional Plus (DM799). Add-ons for MegaPaint now include: TT Module (DM199), GEM Metafile Module (DM149), MegaPaint Fonts (DM79), MegaPaint Developer Documentation (DM5(ACC Module (DM99), and their auto-tracing 'Super-Vectorizer' ObjectMaker (DM299). Further details from UK MegaPaint distributors Silica Systems, or direct from Tommy Software on Tel. +49 30 621 4063.

Calamus Support

Calamus users are catered for with the launch of the full range of Calamus fonts from the Canadian type shop Cherry Fonts. A wide range of 90 fonts is available at £19.95 (+VAT) each. Special offers include any six fonts plus a free Dingbats font and a free A4 bromide for £99.50 (+VAT).

System Solutions have been granted the European distribution rights to Gregg Rodgers' font editor, Genus. The package comes with a comprehensive manual, complete with useful tutorials, and costs £79.95. Or it is available with the 90 Cherry fonts for £995 plus VAT.

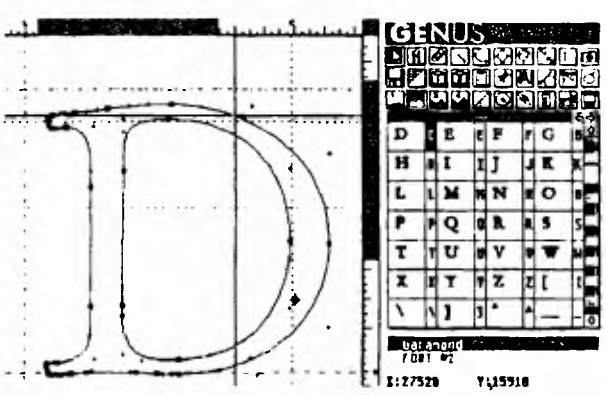
GENUS™

Genus will edit all types of Calamus fonts, including copy-protected and encrypted fonts. The editor features a full screen display, alignment rulers, four levels of zoom, two clipboard buffers with cut and paste facilities complemented by the ability to have two fonts loaded at the same time, calculator functions for rotation, italics, mirroring, expansion and condensing that may be applied globally, manual tracing of bit-images, import of Calamus CVG vector files, import (but not export) of PageStream fonts for conversion to Calamus fonts.

Repro Studio

Frankfurt based software house, Trade It, have appointed System Solutions to distribute their new range of scanning software in the UK. The software includes Repro Studio and Repro Studio Plus for manipulation of scanned images, Avant Vector for converting bit-image data into vector data, and Avant Vector Plot for HPGL and CPGL plotter support. Images may be saved in IMG, STAD, TIF, PI3, CVG, GEM, and Encapsulated PostScript formats.

The Repro Studio software will be available bundled with scanners from Logitech. A wide range of scanners are supported, from 32 grey scale hand held units right up to full colour flatbed scanners offering 256 true greyscales. The Logitech ScanMan Plus 256 handheld scanner plus Repro Studio will retail at £399 plus VAT.



X-Boot

Working in a similar manner to the shareware utility Superboot, X-Boot is a set-up-at-boot-up utility. Auto folder programs, accessories, set-up and configuration files may all be selected at boot-up; and the system allows frequently used set-ups to be assigned to function keys. X-Boot will retail at £29.95.

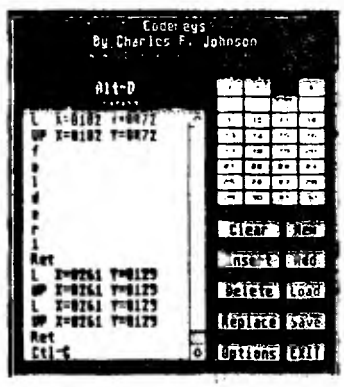
FAX Modem

The TKR Fax allows combined ascii and IMG data to be transmitted direct from your ST. Received faxes can be automatically received by the TKR software and stored on disk. The TKR Fax will operate as a 9600 baud group 4 fax and can also be used as a 2400 baud data modem; it will cost £299.

And More!

As well as their own products, System Solutions will be distributing the applications software and hardware products published by Compo, Kuma, Titan Designs (Reflex card and A4 monitors), CRP-Koruk (A4 and A3 digitizing tablets), and Atari UK. Their association with Atari is being launched with a special offer on LL Power, at an offer price of £99 instead of the normal price of £129.

System Solutions are at Unit 19, Sumner Workshops, Sumner Road, London, SE15 6LA; Telephone: 071-252-7775.



Codekeys records keystrokes, mouse movements, etc., and plays them back. Macros may be edited, nested and re-played at set times or set intervals.

Lederhosen

Some of the latest products to appear on the German ST market

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